

AMSTRAD LOADING INSTRUCTIONS RUN"

THEN PLAY ON THE RECORDER

Mazie is fast bat 'n' ball action with more fascinating features than you can shake a joystick at. For a start, you don't just fire at the bricks...they fire at you! Avalanches of bombs will wing their way toward you, the dreaded Yello will descend from jets flying over, and the red devil tumbles from its cage. All can have a seriously detrimental effect on your life! Then there are the capsules to be caught, some of which can give you a larger bat, or a plank over part of the holy grass, or a free life, or even a wipe screen.

36 screens with a more difficult big bonus version of each and every one – that's the marvel of Mazie.

CONTROLS

JOYSTICK

Fire to get things moving (including after a pause).

Left and Right to move the bat.

Up, to keep green face up, if you are not scoring points and haven't got a dish yet.

KEYBOARD

SPACE BAR to pause

C to clear screen matrix

Mazie has five levels of difficulty which effect your starting bat size, the number of lives you are given, and how many bricks you have to destroy before blue face arrives. There are lots of different permutations to this game but here are one or two clues to get you going.

When an alien is hit the ball teleports back to the bat to zoom off again.

A hand drops a second ball and the two balls then effect each other's direction.

A smile gives an extra life, but also a pause which can destroy your rythmn.

A comb zeroes your x axis velocity for a few bounces.

A tube will take you through solid walls and also drops bombs.

A cage drops an alien which effects your balls direction as it disappears.

A blue face appears when you have done most of the work on a screen.

The next time you hit any brick, or the face, so long as there are no bombs or aliens falling, then an invisible force finishes the screen for you.

Note: If the second ball scores, or a red devil disappears off the bottom of the screen, then your ball direction will change.

So, can you get a golden nugget in every position? We'll see...

Have you tried 2088,
Zeppelin's great robot
shoot it out game



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Have you written a game which comes up to Zeppelin's high standards?

↓ If so, send off for immediate valuation to the address below.